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Fig. 1A

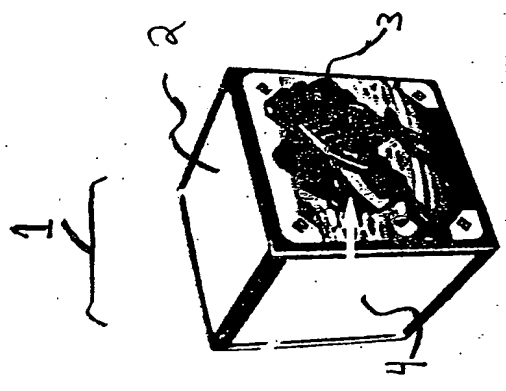


Fig 1B

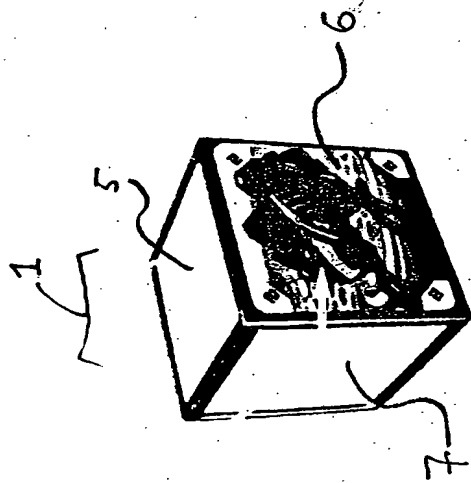


Fig. 2A

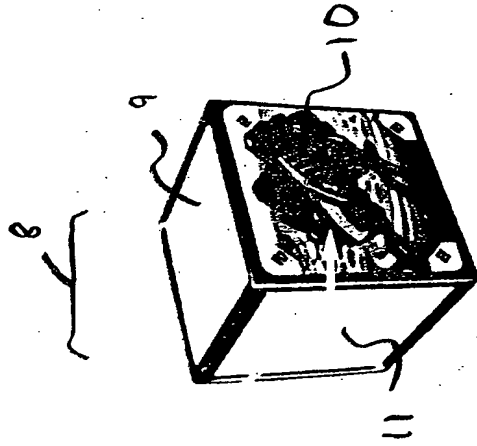


Fig 2B

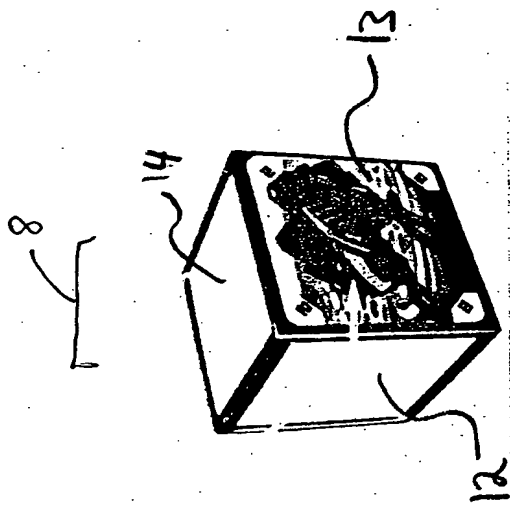


Fig. 3A

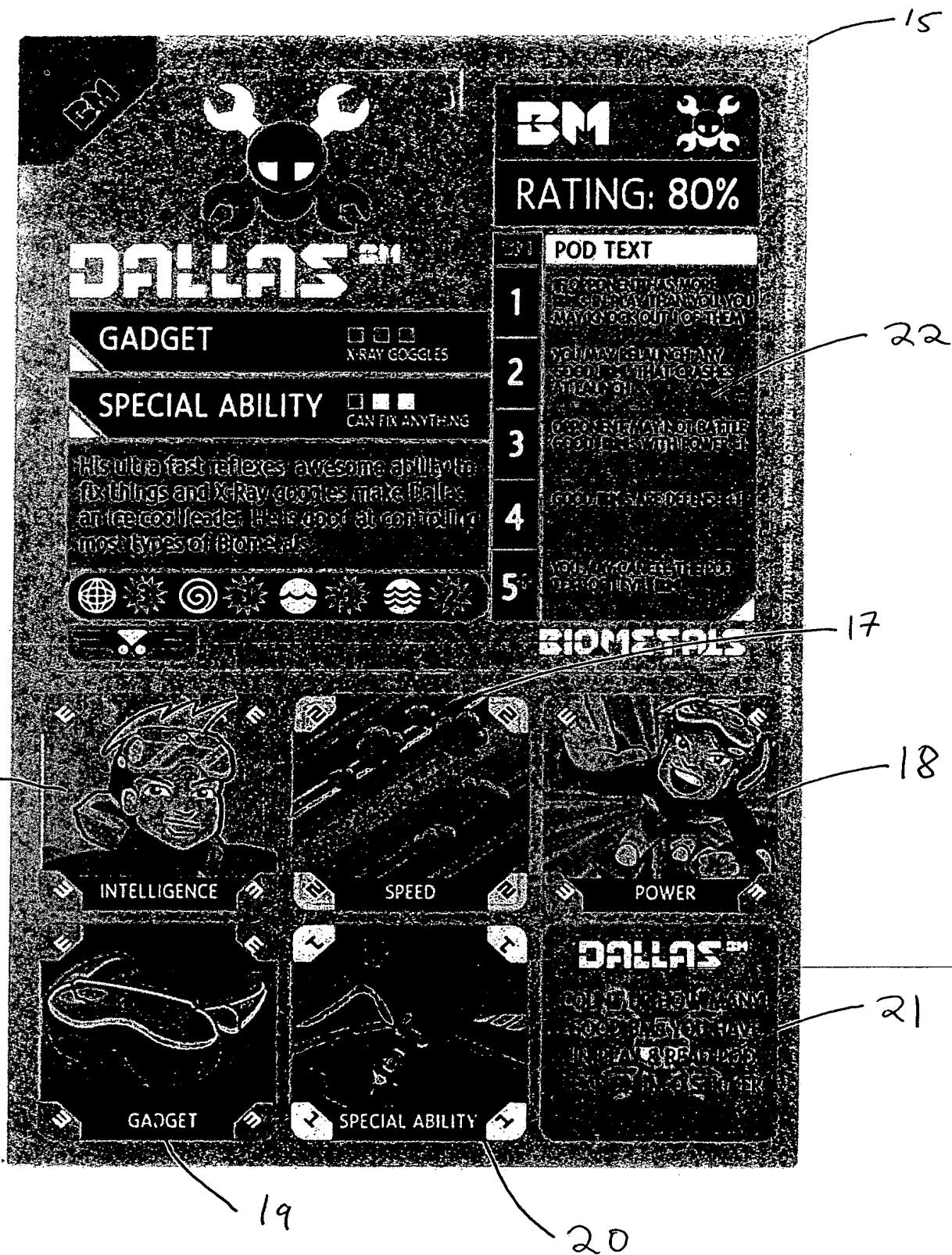


Fig. 3B

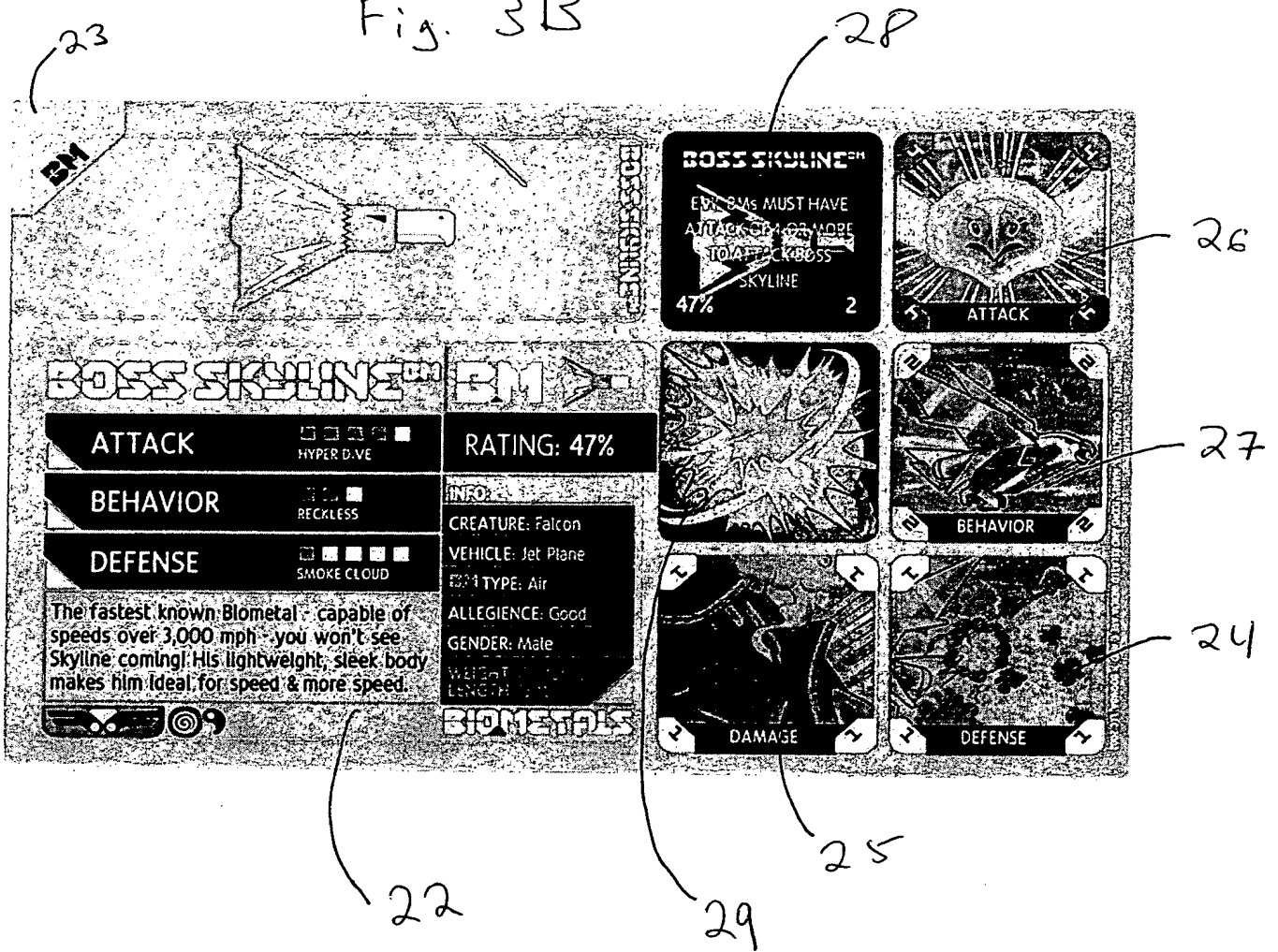


FIG. 4A

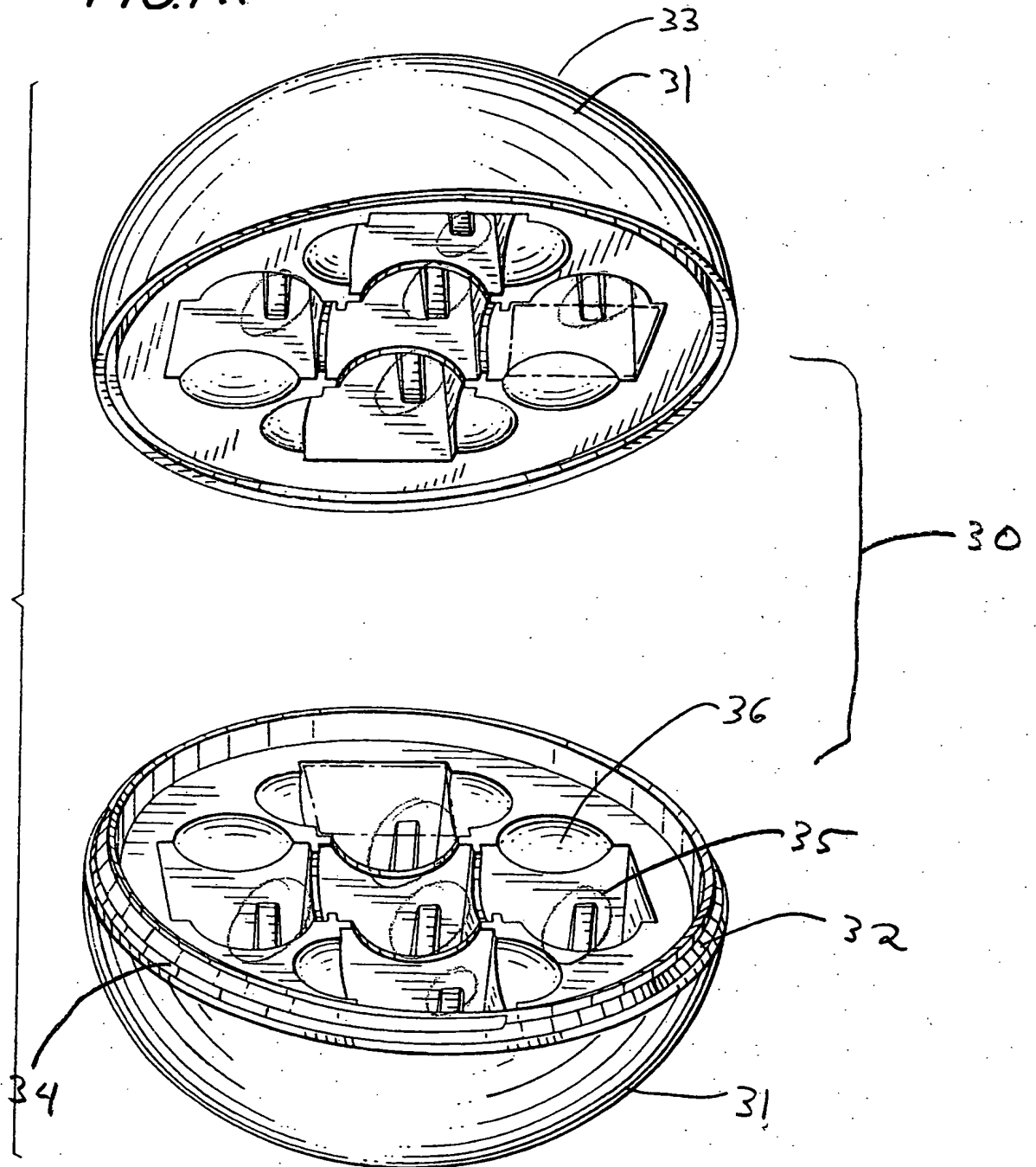


FIG. 4B

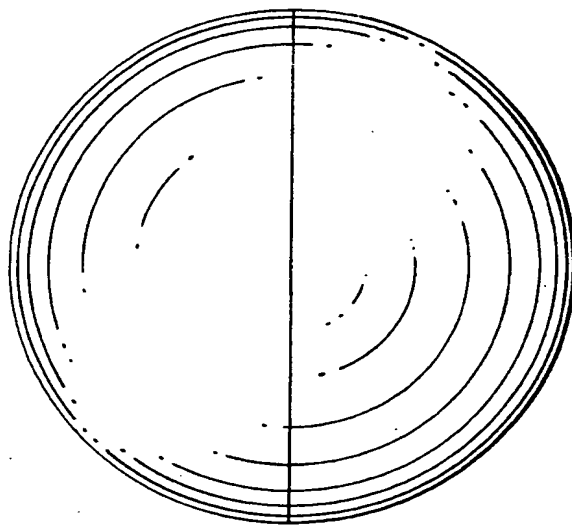
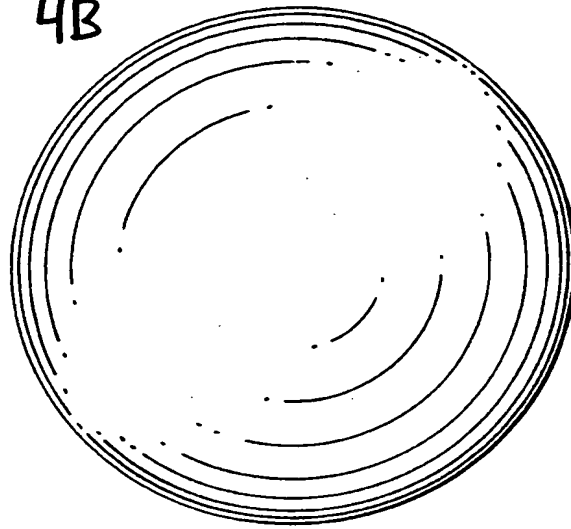


FIG.

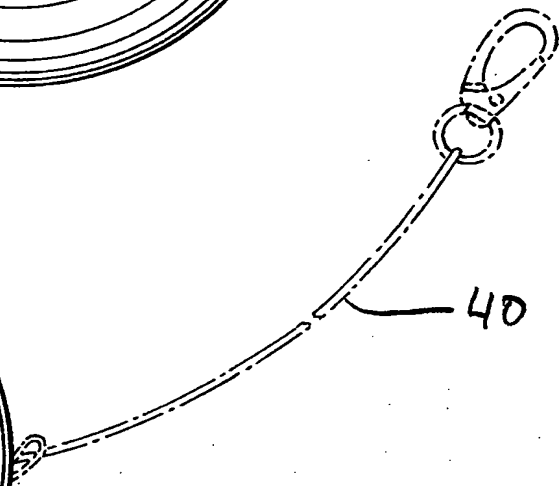


FIG.

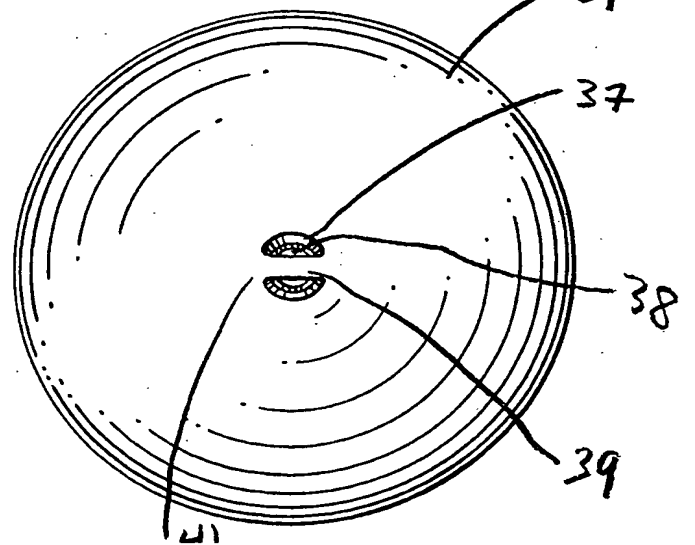


FIG. 5

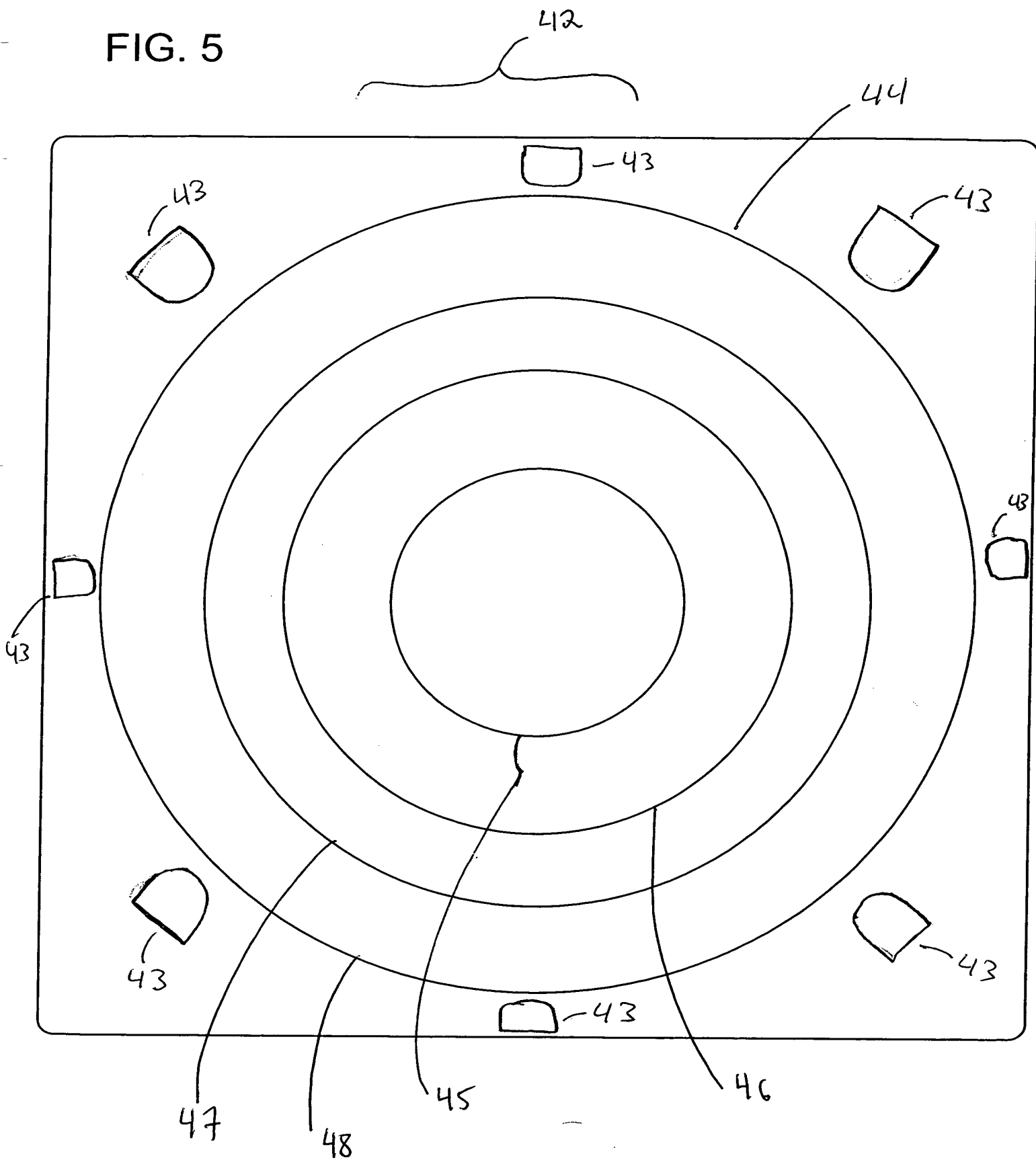


FIG. 6A

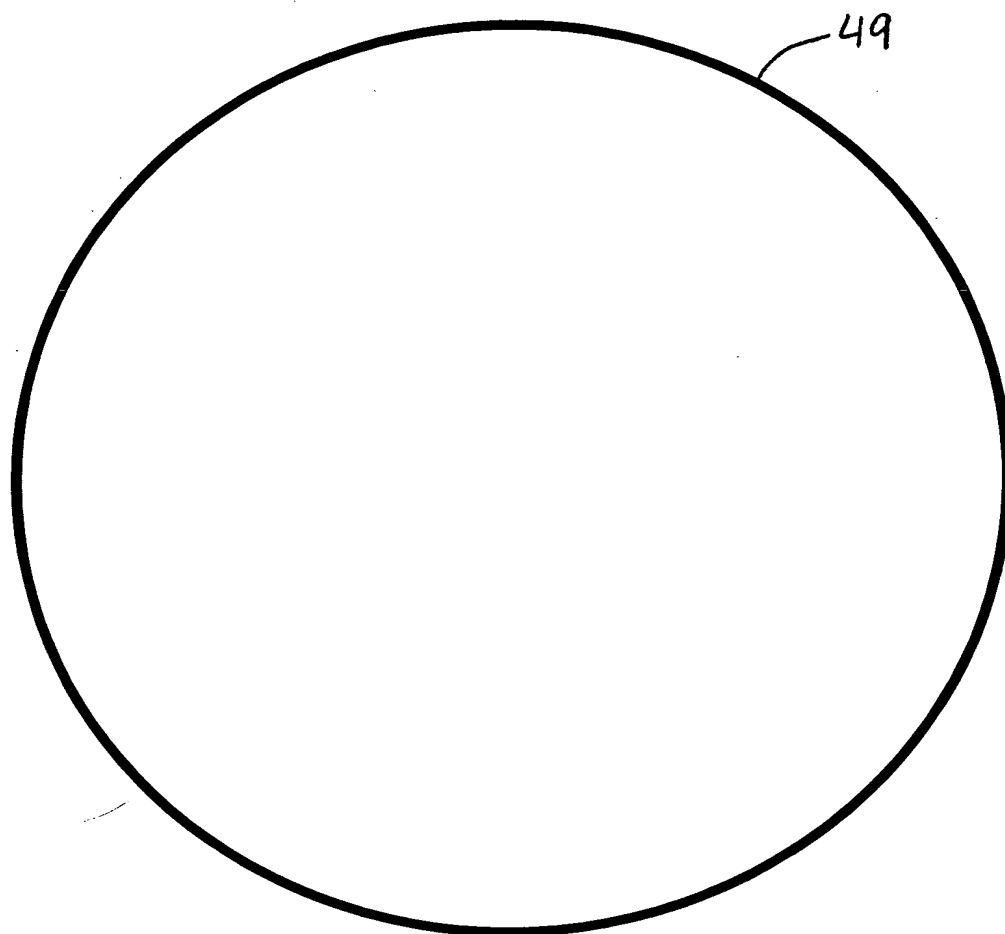


Fig. 6B

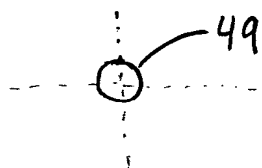


Fig 7.

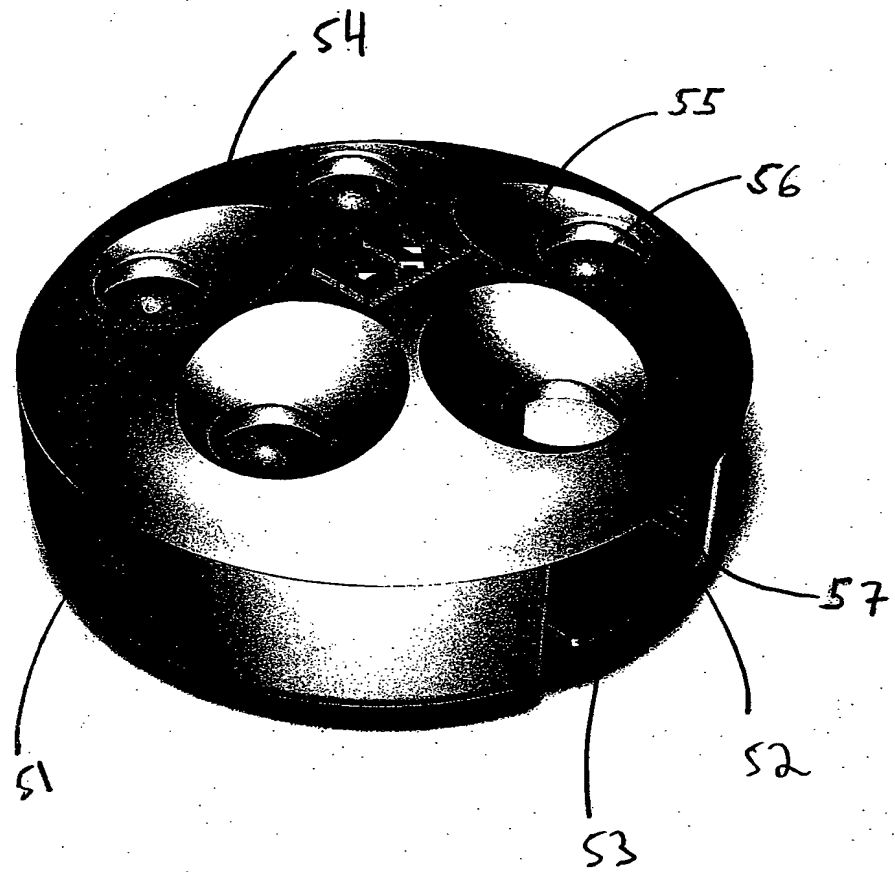


Fig. 8A

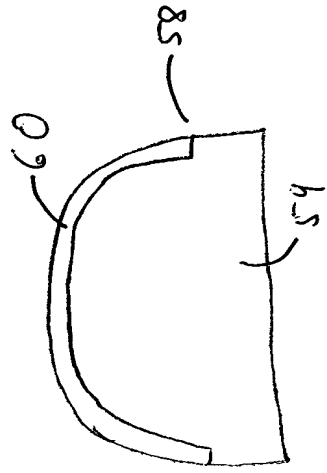


Fig. 8B

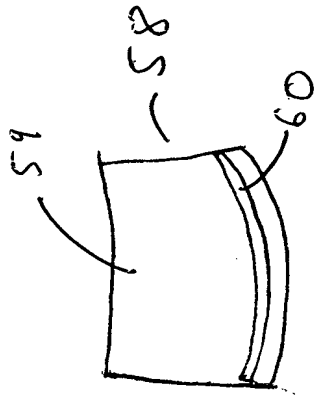


Fig. 8C

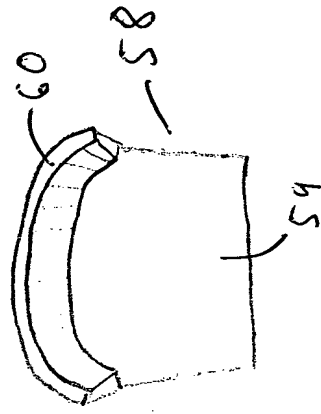


Fig. 9A

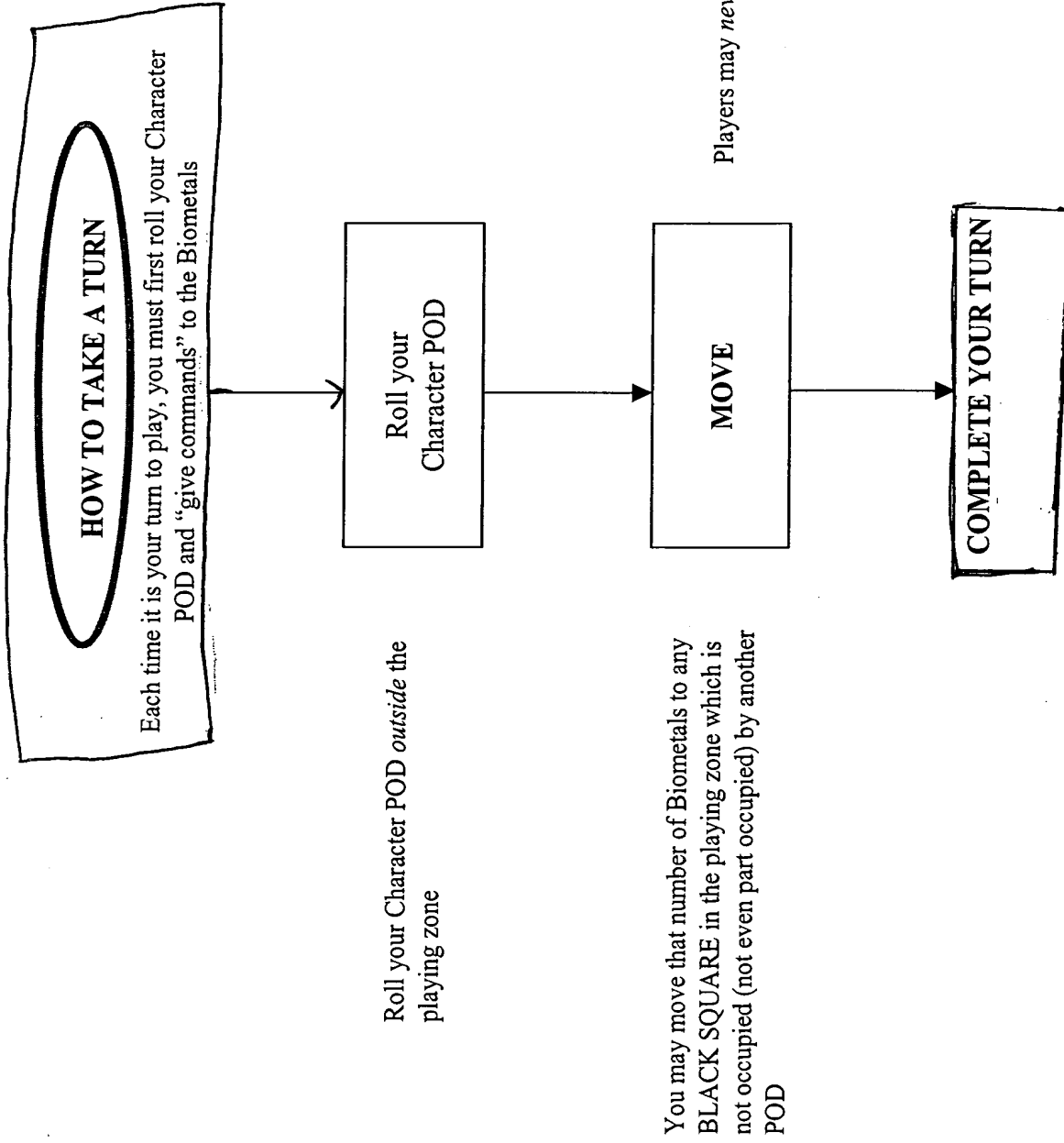


Fig. 9B

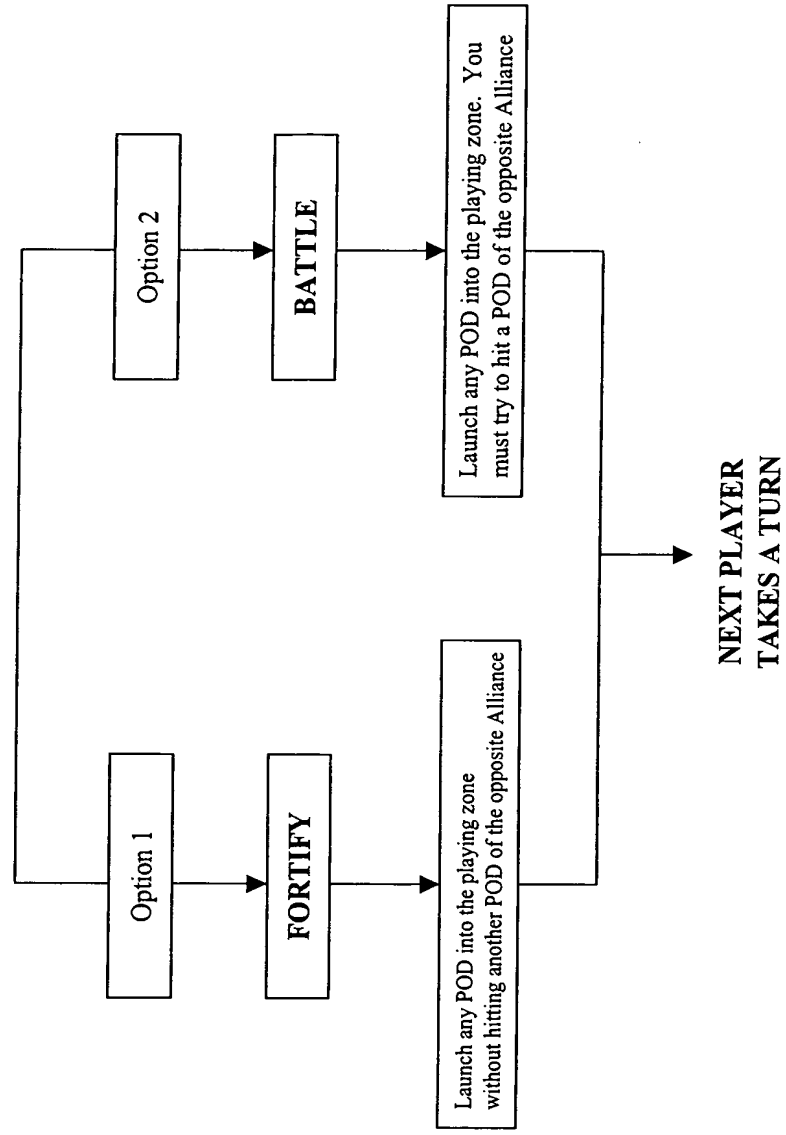


Fig. 9C

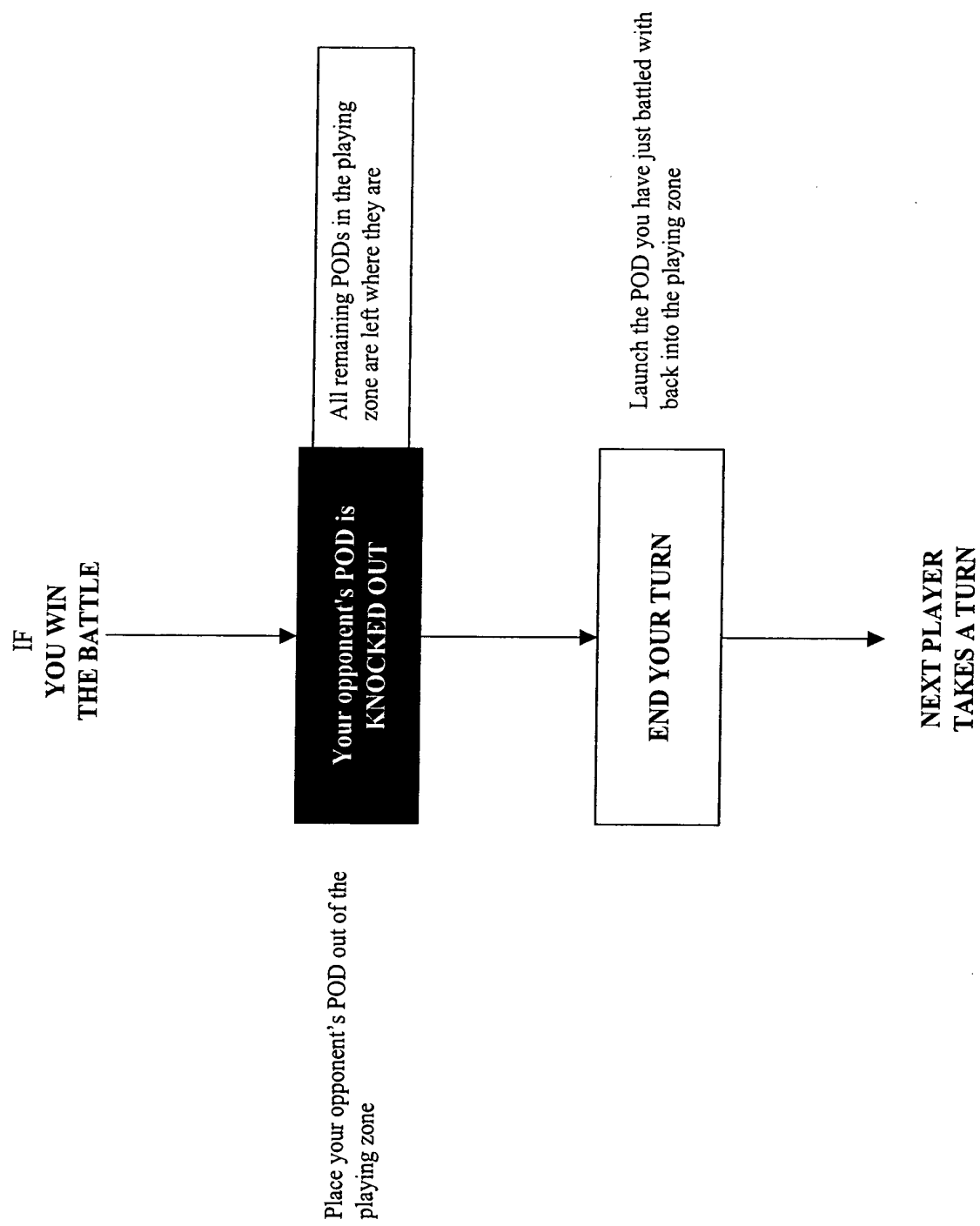


Fig. 9D

HOW TO TAKE A TURN

Each time it is your turn to play you must first roll your Character POD and "give commands" to the Biometals

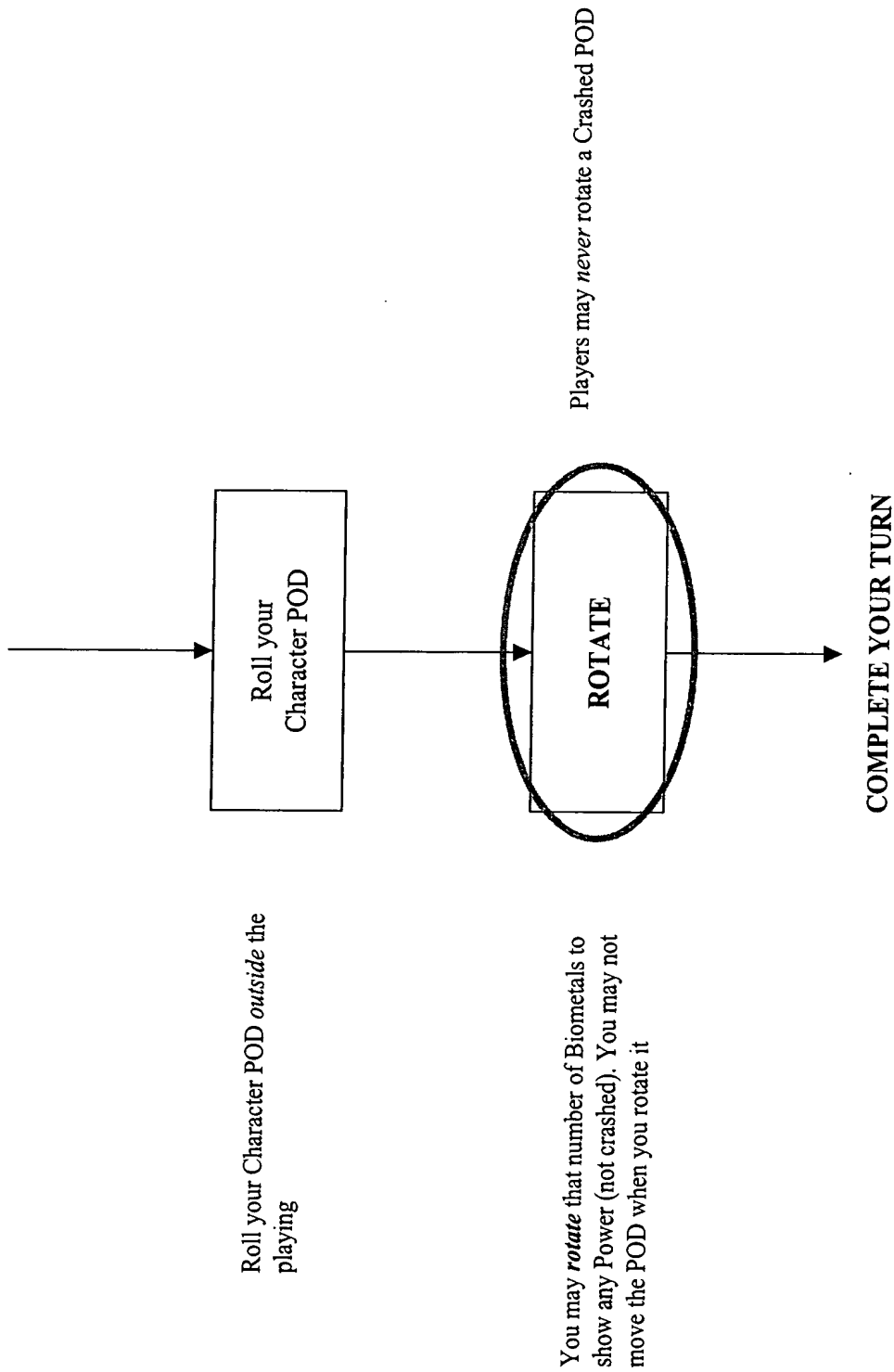


Fig. 9E

HOW TO TAKE A TURN

Each time it is your turn to play, you must first roll your Character POD and "give commands" to the Biomaterials

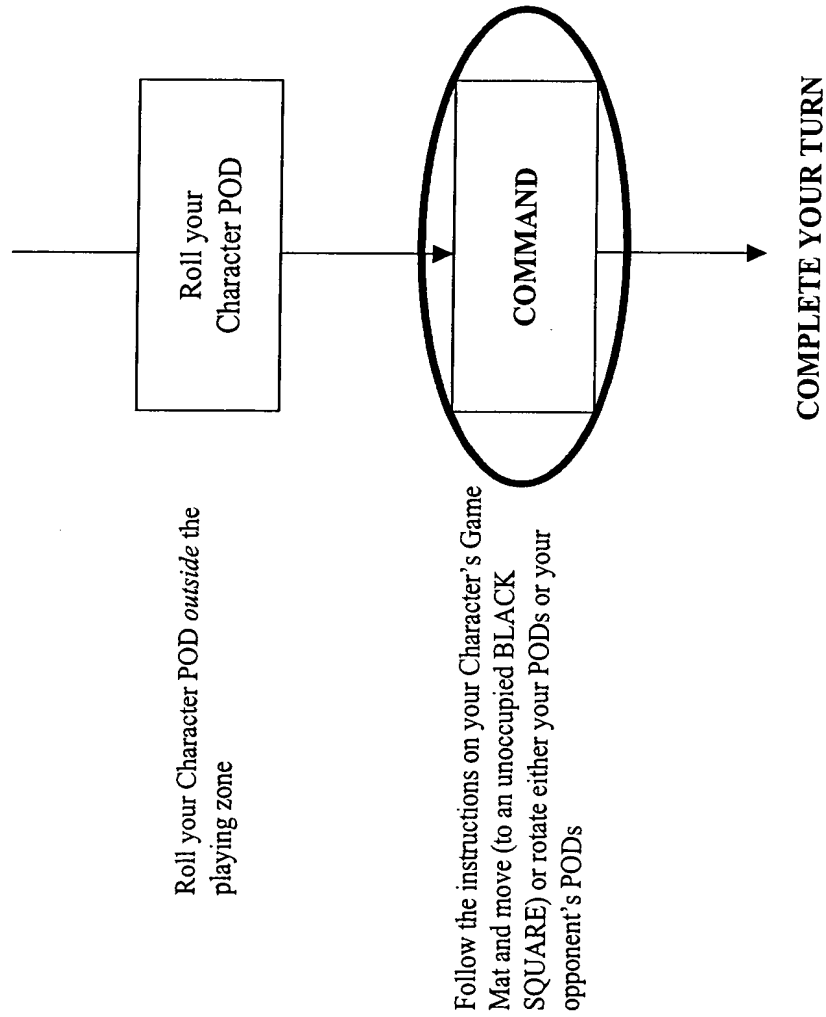


Fig. 10A

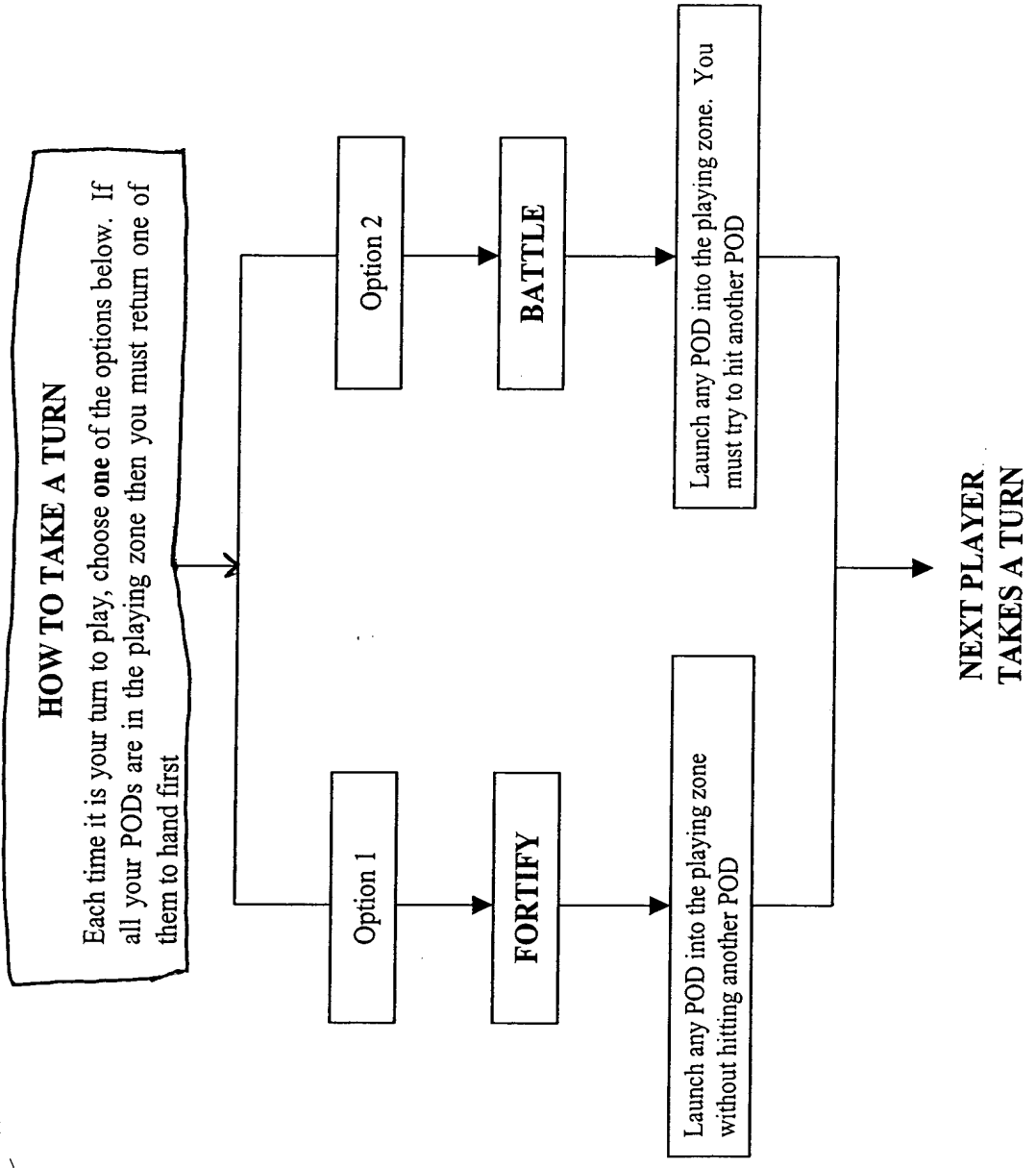
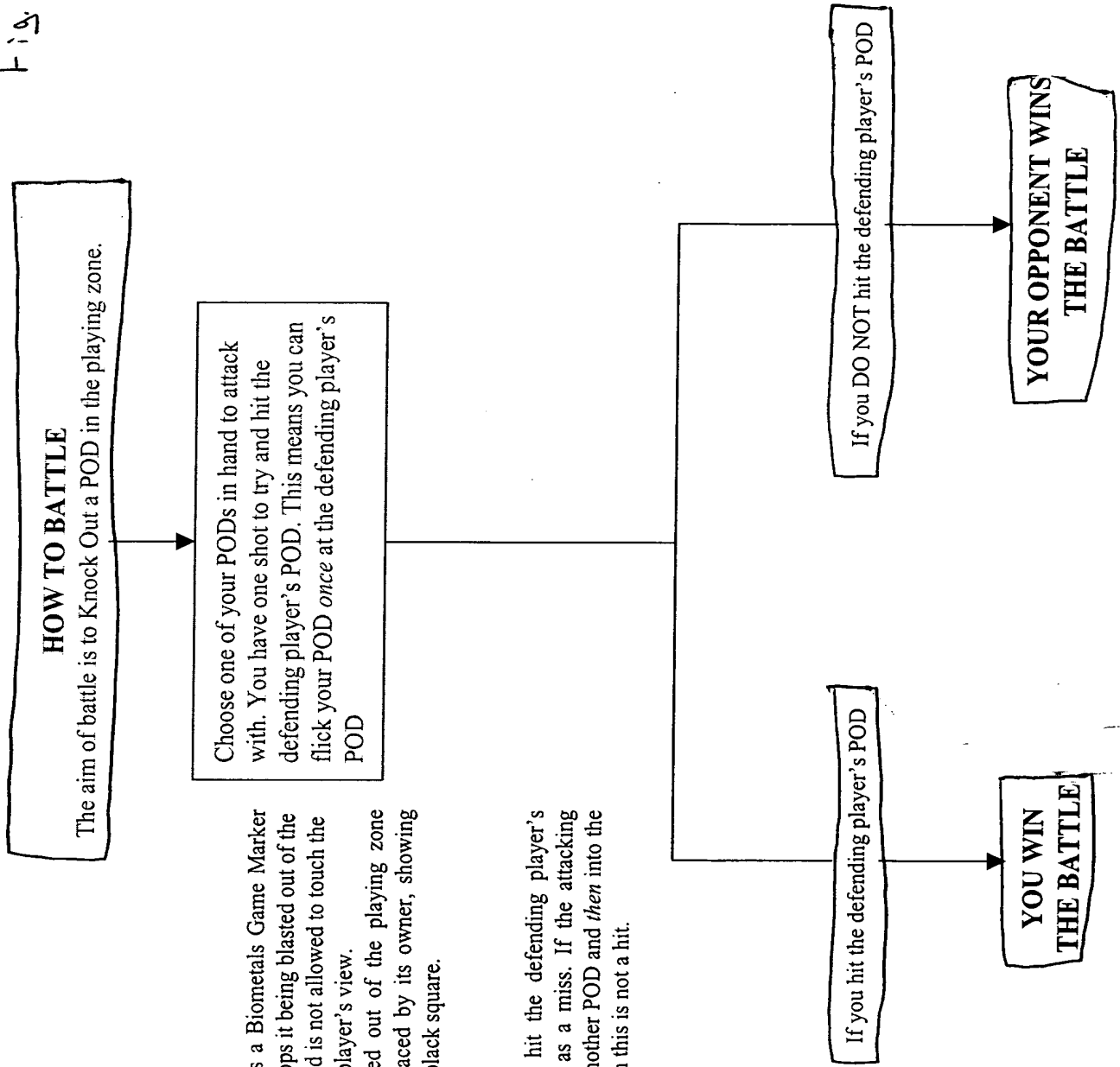


Fig. 10B



Steady!

The defending player places a Biomaterials Game Marker on top of their POD. This stops it being blasted out of the way when it is hit. Their hand is not allowed to touch the table or block the attacking player's view.

If any other POD is blasted out of the playing zone during battle then it is replaced by its owner, showing Crashed, on an unoccupied black square.

Hit or Miss?

The attacking player must hit the defending player's POD *first* or it is counted as a miss. If the attacking player's POD bounces off another POD and *then* into the defending player's POD then this is not a hit.

Fig 10C

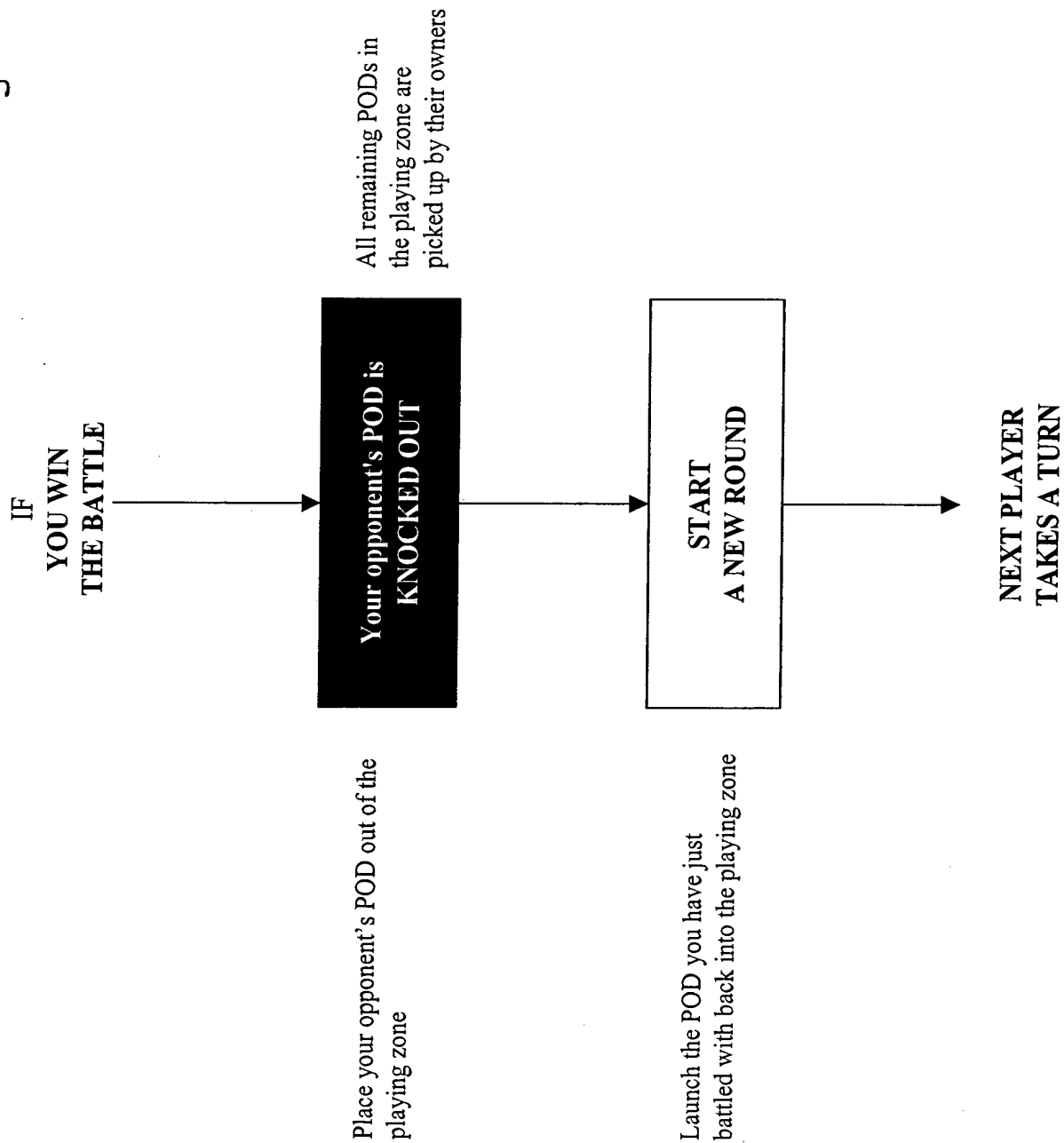


Fig. 10D

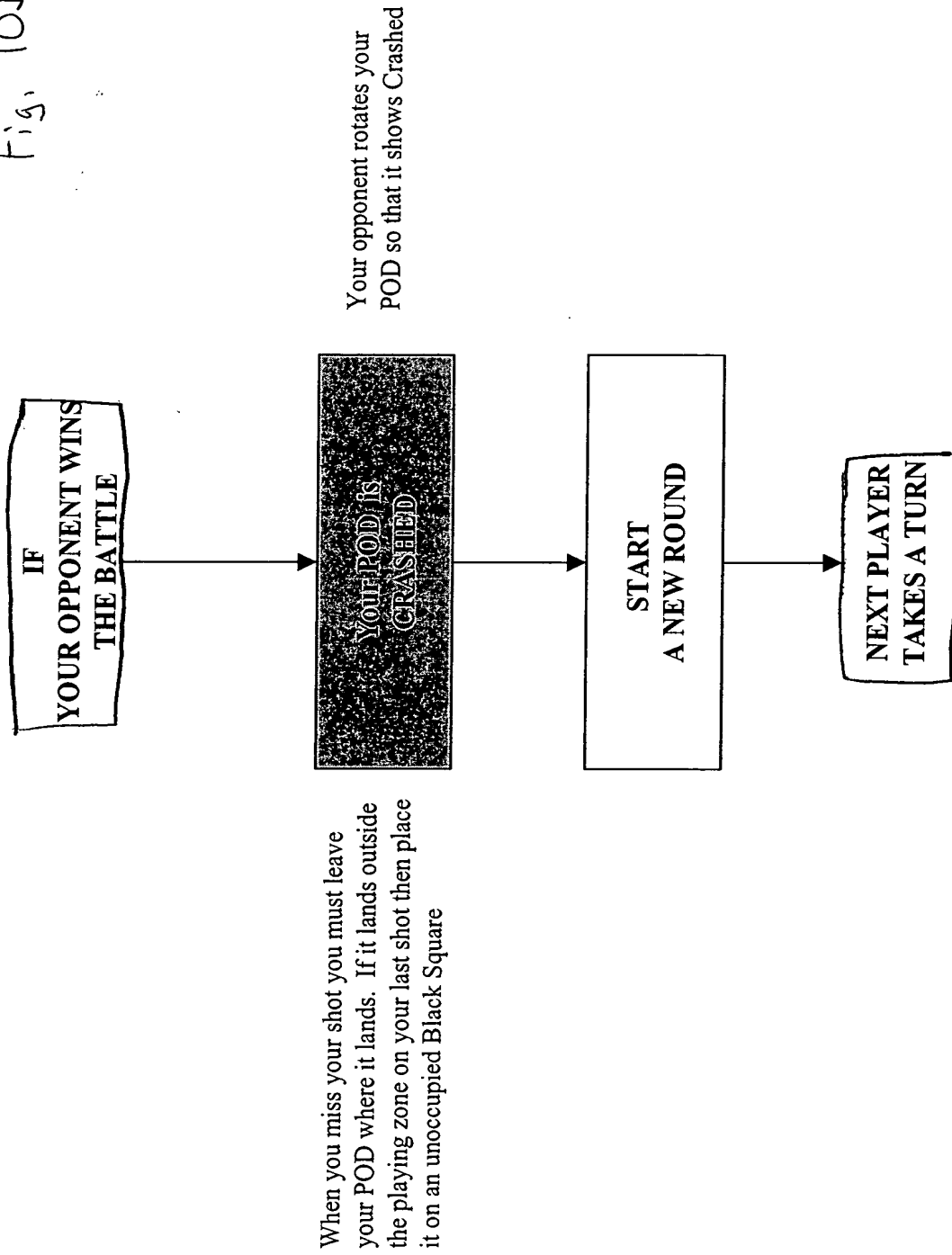


Fig. 10E

HOW TO SCORE

Each POD you Knock Out is placed out of the playing zone

You score 1 point for each POD you successfully knock Out

9	8	7	6	5	4	3	2	1	10
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW

Knocking Out "Modus D'Air" earns you 1 point

9	8	7	6	5	4	3	2	1	10
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW

Knocking Out "Jud Poison" earns you 1 point

9	8	7	6	5	4	3	2	1	10
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW
POW	POW	POW	POW	POW	POW	POW	POW	POW	POW

When the game ends check to see how many points you have scored

Your running total so far is 2 points

Final Total: 4 Points

Game Rank: "WAP"

Fig. 10 F

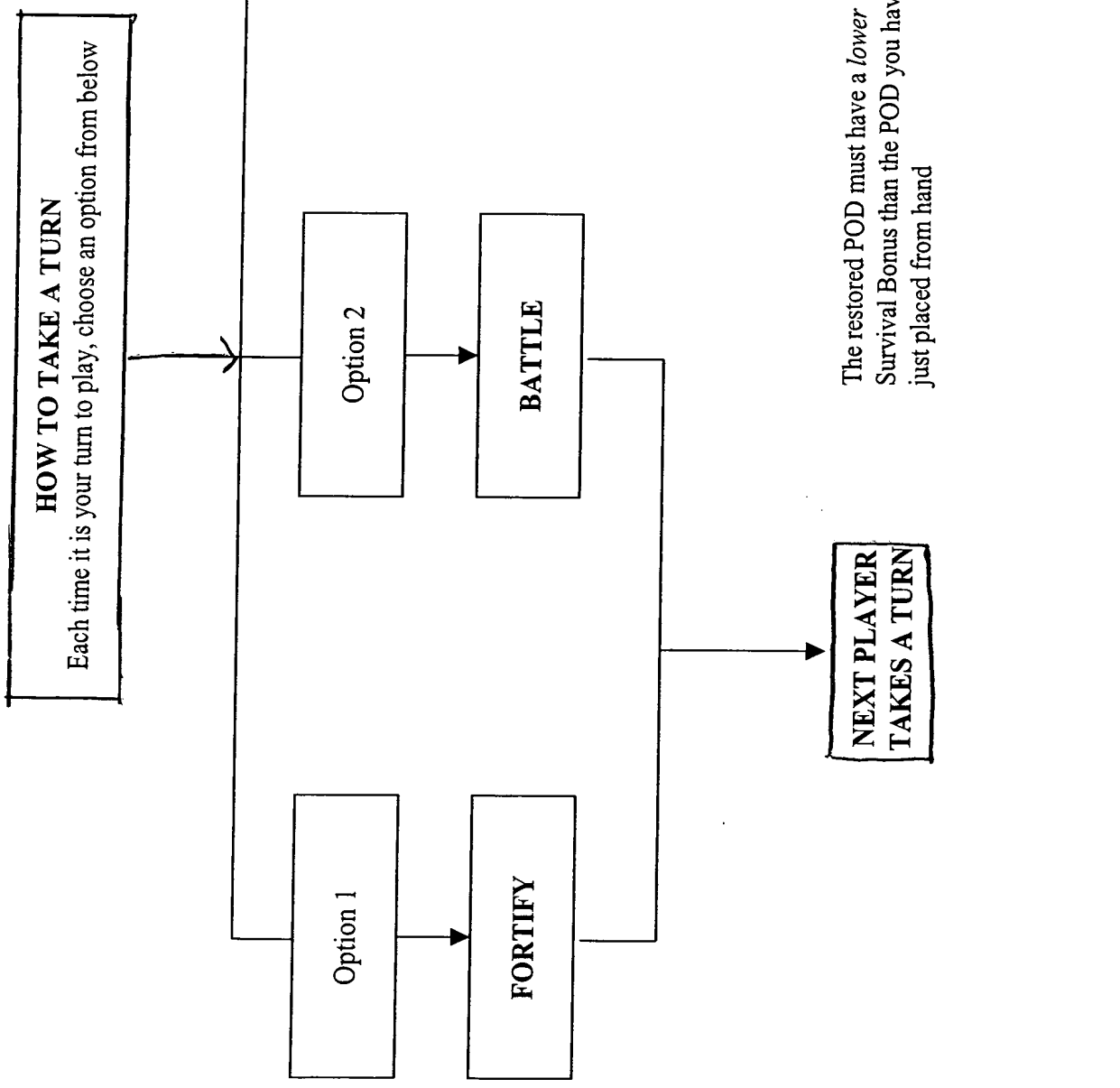


Fig. 10 G

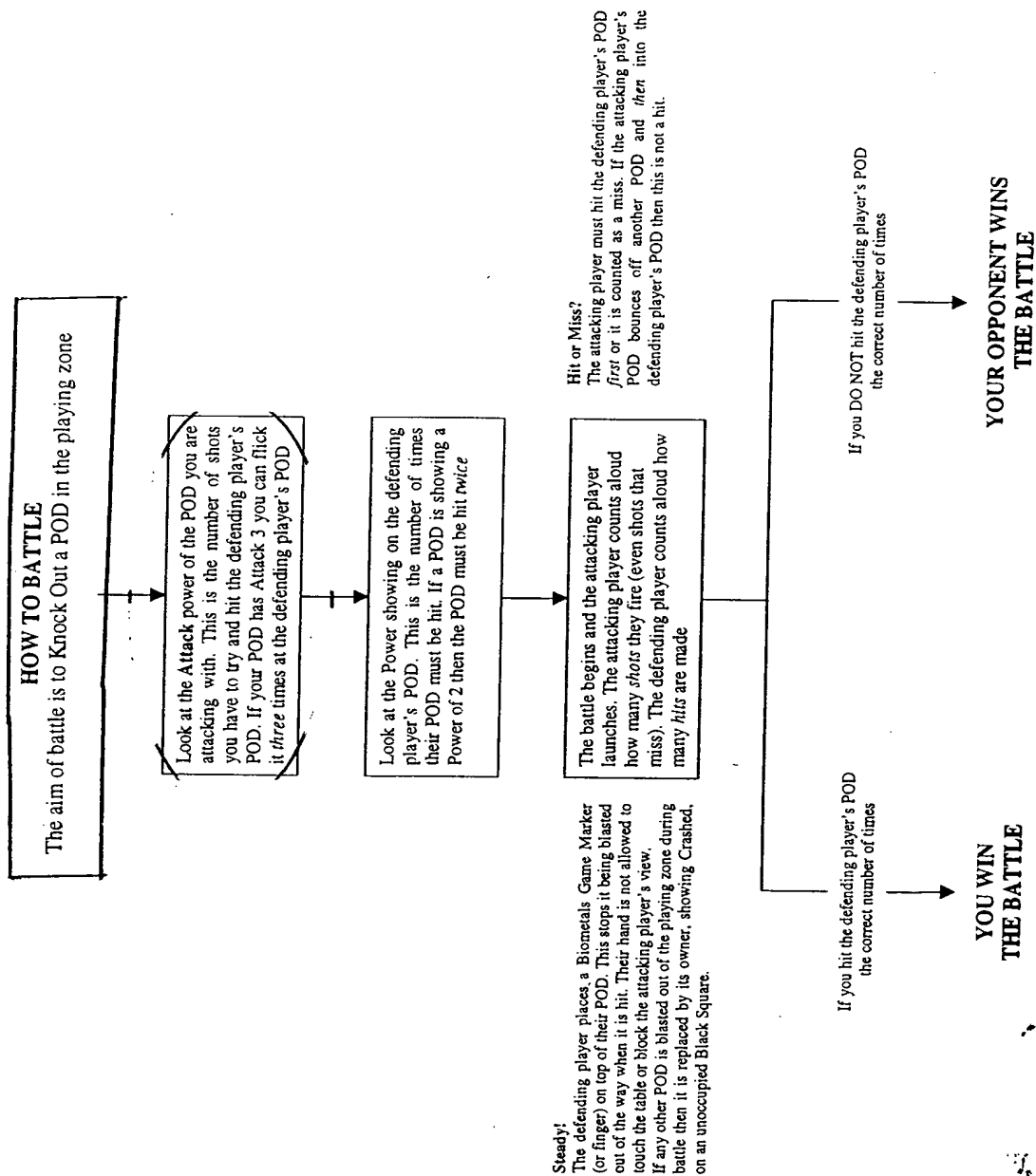


Fig. 10H

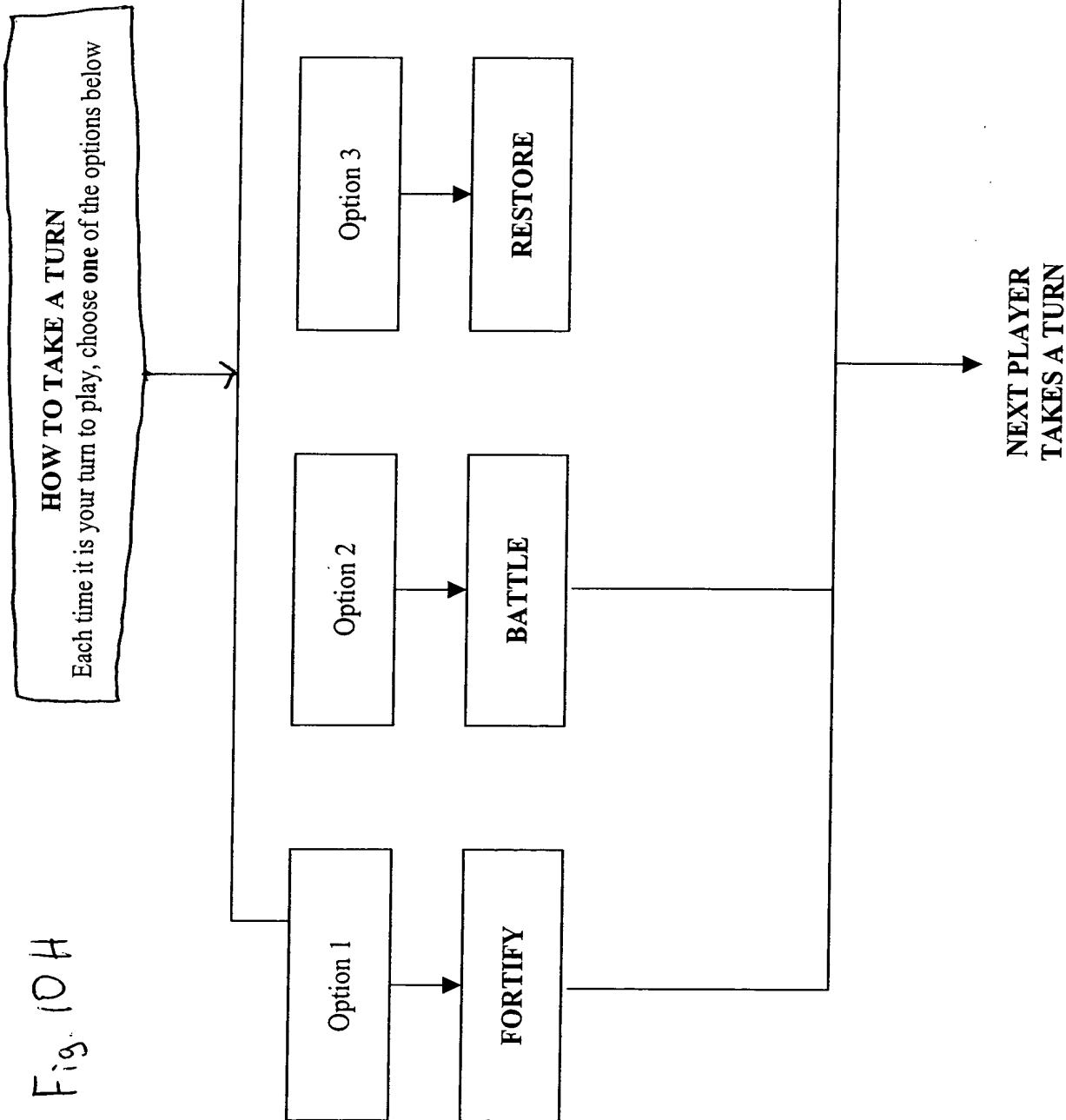


Fig. 10I

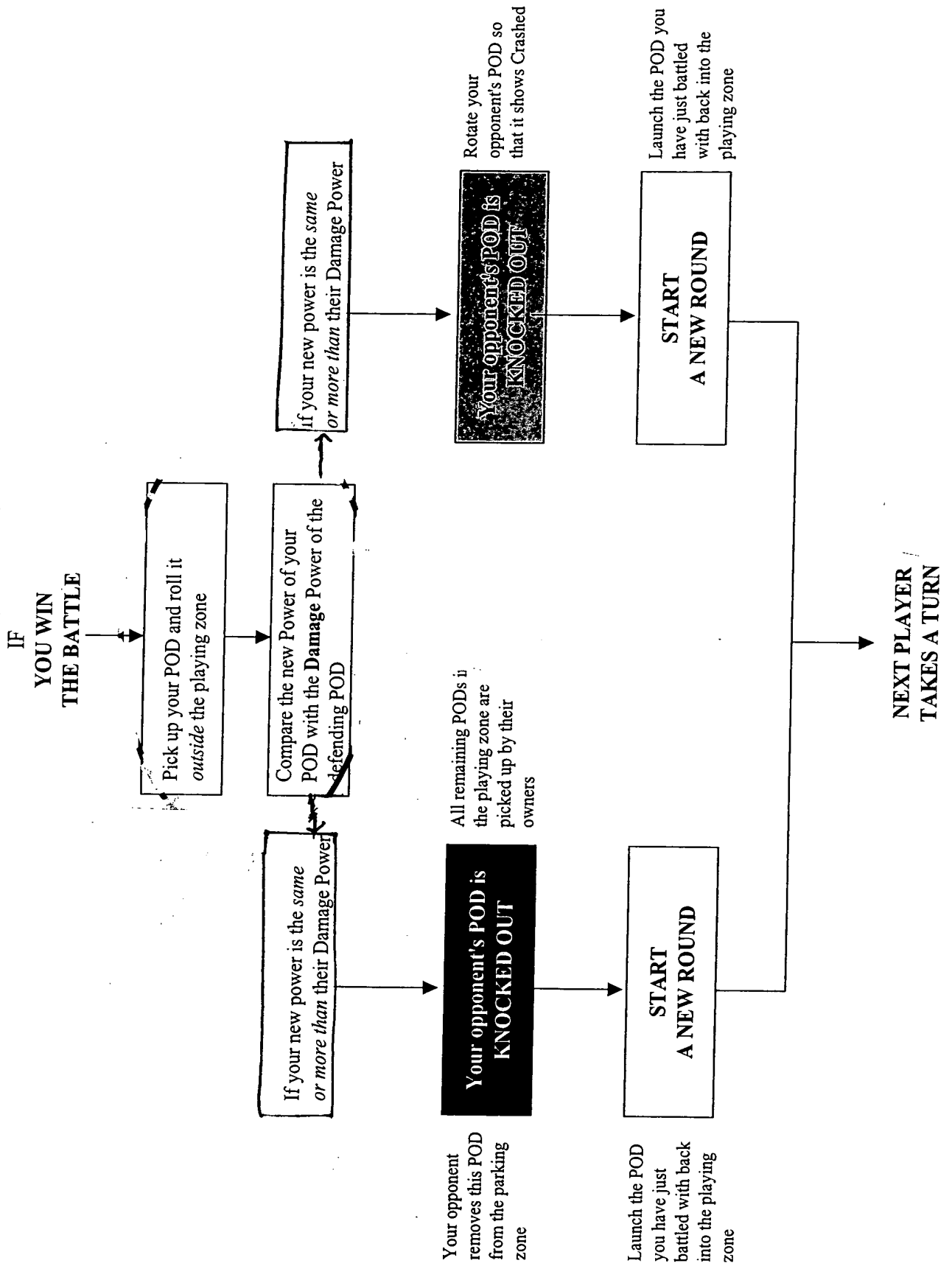


Fig. 105

